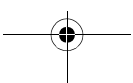
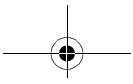




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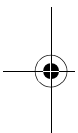


4-In-1 Chess and Checkers Game



Owner's Manual

Please read before using this equipment.

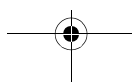


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□ Features

Your RadioShack 4-In-1 Chess and Checkers Game is one of the most versatile game computers available. It provides four challenging games (chess, checkers, Line of 4, and Top Mind) in one easy-to-use package.

The computer's features include:

Special Sensory Playing Surface — the computer senses a move when you press a piece against a square.

Integrated Travel Case — lets you carry the computer and all its pieces almost anywhere.

Teach Mode — you can set the computer so it acts as a referee while you play head-to-head against another person. Beginning users can quickly select and play only specific pieces, to learn the pieces' moves and strategic uses.

Move Suggestion — lets you ask the computer to suggest your next move, teaching you the best response to an opponent's move.

Liquid Crystal Display — alternately shows the current move, piece position, and elapsed game time information.

64 Chess Play Levels — let you match the level of difficulty to your skill level.

Selectable Search Algorithms — let you set the computer to search only for a chess move most likely to be successful, speeding up the computer's response.

Take Back — lets you take back and replay moves to help you improve your game.

Rule Enforcement — the computer prevents illegal moves like a game referee, to help beginners learn the rules.

Power Off Option — lets you turn off the computer without interrupting the game in progress, so you can continue playing later.

Play Key — lets you change sides with the computer, force the computer to make a move, or learn by watching the computer play against itself.

Position Verification — lets you check the current position of the pieces in case you accidentally knock them over.

Note: We recommend that you read these instructions thoroughly before you use your computer.

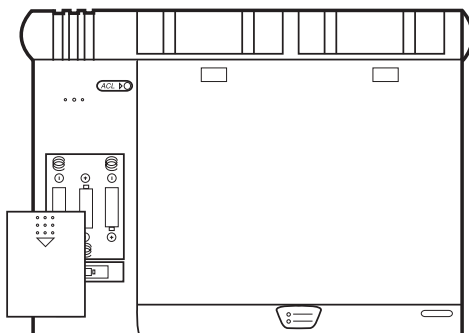
□ Preparation

INSTALLING BATTERIES

Your game requires three AAA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

Cautions:

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.



1. Slide the battery compartment cover in the direction of the arrow to remove it.
2. Place the batteries in the compartment as indicated by the polarity symbols (+ and -) marked inside.

When you install the batteries, the display segments briefly light and a tone sounds.

3. Replace the cover.

When the display dims, the sound becomes weak or distorted, or the computer stops operating properly, replace the batteries.

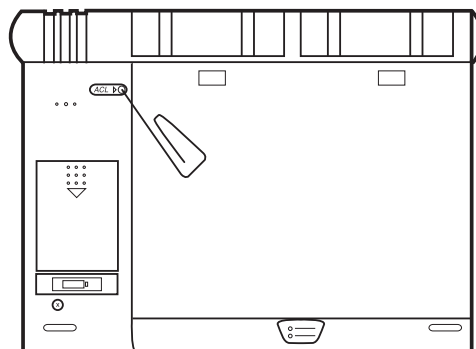
Warning: Dispose of old batteries promptly and properly. Do not burn or bury them.

Caution: If you do not plan to use the computer for a month or longer, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.

Note: Saved game information is lost when you remove the batteries.

RESETTING THE COMPUTER

If your computer does not work properly after you replace the batteries, insert a pointed object such as a straightened paper clip into **ACL** (all clear). The display segments briefly light and the computer beeps twice.



Note: Resetting the computer clears its memory.

REMOVING/STORING THE PROTECTIVE COVER

The computer's cover helps protect the game board from dust and dirt. To remove the cover, press the release button and lift it off before you begin play, then press the tabs on the cover into the slots in the bottom of the computer to store it during play.

THE GAME PIECES

Your computer includes a variety of colored pieces, used to play each of its games. Make sure you have all of the game pieces (150 in all, described below) before you begin play.

Checkers

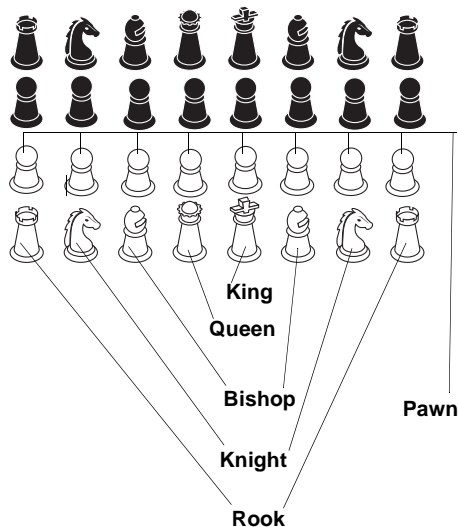
There are 30 white and black checkers and 8 white and black checker Kings, 38 in all. Each color has these pieces:

- 4 Kings
- 15 checkers

Note: You can also use the white and black checkers to play Top Mind.

Chess

There are 20 light gray and black chess pieces, 40 in all. Each color has these pieces.



Notes:

- The light gray chess pieces are referred to as "white" throughout this manual.

- Your computer comes with two extra queens and two extra pawns of each color.

Line of 4

There are 21 red and blue pieces, 42 in all.

Note: You can also use these pieces to play Top Mind.

Top Mind

There are 15 purple and orange pieces, 30 in all.

Storing/Removing Game Pieces

You can store the game pieces in the computer's piece storage compartments. To open a compartment, remove the protective cover. Then slide the compartment's cover back to open it and remove or replace the pieces in the compartment, then slide the cover forward to close it.

TURNING THE COMPUTER ON OR OFF

Press **go/stop** to turn on the computer.

Note: If you just replaced the batteries or pressed **ACL** to reset the computer, it resets itself to a new game. After that, the computer remains on the preset level. For more information, see "Chess Play Levels" on Page 13, "Checkers Play Levels" on Page 20, "Top Mind Play Levels" on Page 24, and "Line of 4 Play Levels" on Page 29.

To save the current game and turn off the computer, press **go/stop**. The computer stores all of the game positions and any next-move calculations it has computed.

To resume play, press **go/stop** again.

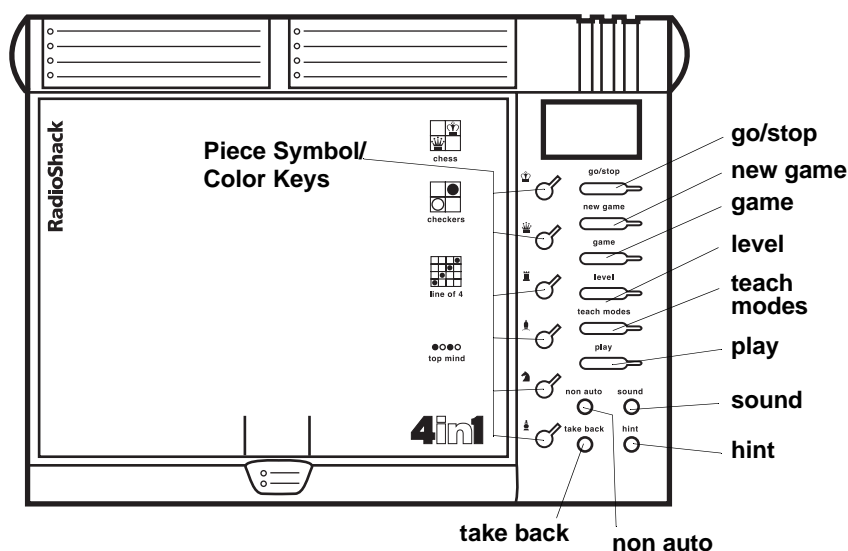
The computer automatically turns itself off if you do not press any key for about 20 minutes. To turn the computer off before it automatically turns off, press **go/stop**.

Note: If the computer is computing a move, it will not turn itself off until it finishes.

TURNING THE SOUND ON OR OFF

The computer's sound is normally on. To turn the computer's sound off, press **sound**. The computer beeps once. To turn the sound back on, press **sound** again. The computer beeps twice.

❑ A Quick Look at Your Computer



❑ Basic Operation

STARTING A NEW GAME

- To play chess, see "Playing Chess" on Page 8.
- To play checkers, see "Playing Checkers" on Page 18.
- To play Top Mind, see "Playing Top Mind" on Page 23.

- To play Line of 4, see "Playing Line of 4" on Page 28.

Notes:

- The computer selects chess when you first turn it on. If you played another game before you play chess, repeatedly press **game** until ☐ ■ **CH ES** appears. Then press **play** to start the new game.

- To start a new game and erase any game stored in memory, hold down **new game** until you hear three slow beeps and two fast beeps. \square 00:00 appears.

- When you play chess, the computer always starts a new game with you playing the white pieces and your opponent playing the black pieces. To change sides, see "Changing Sides with the Computer" on Page 12.

Playing Chess

THE GAME BOARD

Following international chess notation, the game board is made up of 8 vertical rows called files, and 8 horizontal rows called ranks.

Each file (left to right) and rank (bottom to top) has a square designator, and consists of 8 squares alternately colored black and silver.

Note: The silver squares are referred to as "white" throughout this manual.

Each square is designated by a letter of the alphabet (A through H) and a number (1 through 8) on the lower left corner of the square.

Setting Up

Set the board in front of you so the display and buttons are to the right. Set up the white pieces on the side of the board closest to you this way:

- Place the rooks on A1 and H1
- Place the knights on B1 and G1
- Place the bishops on C1 and F1
- Place the queen on D1
- Place the king on E1
- Place a pawn on each square A2 – H2

Set up the black pieces on the opposite side of the board this way:

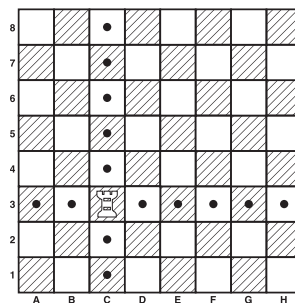
- Place the rooks on A8 and H8
- Place the knights on B8 and G8
- Place the bishops on C8 and F8
- Place the queen on D8
- Place the king on E8
- Place a pawn on each square A7 – H7

Hint: The queen always begins on a square of her own color.

Movement

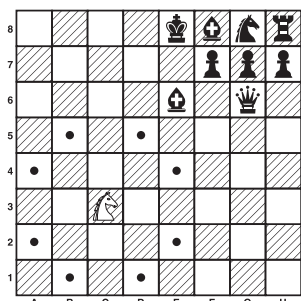
Each kind of piece moves in a different way.

The **rook** can move any number of squares vertically or horizontally, but it cannot move through a square occupied by another piece.



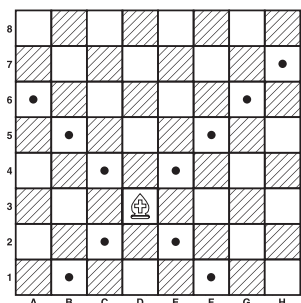
The **knight** moves in an L-shaped pattern. It moves 2 squares horizontally or vertically, then moves 1 additional square at a right an-

gle from its first move. At the end of its move, the knight must land on a square of a different color than the one it started from.

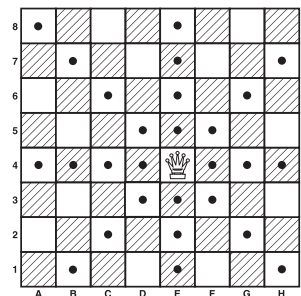


The knight can move even if the squares it moves through are occupied. (It is the only piece that can “jump” another piece).

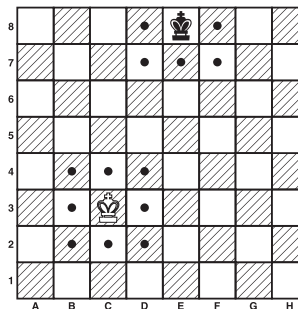
The **bishop** can move any number of squares diagonally, but it cannot move through a square occupied by another piece.



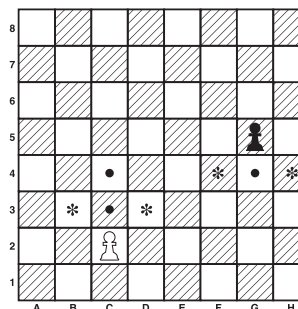
The **queen** can move any number of squares vertically, horizontally, or diagonally. (The queen's moves are a combination of the rook's and bishop's moves.) The queen cannot move through a square occupied by another piece.



The **king** can move only 1 square vertically, horizontally, or diagonally.



The **pawn** can move only 1 (or 2) squares directly forward, except when capturing another piece. It captures a piece by moving diagonally forward 1 square, except when capturing en passant. (See “Capturing En Passant” on Page 10). When it moves from its original position, it can move 1 or 2 squares forward. On subsequent moves, it can only move 1 square.



Note: * indicates a capture move.

A pawn can be promoted to a piece of higher rank. See “Promoting a Pawn” on Page 10.

GAME RULES

Checkmate — The Object of the Game

The object of the game is to position your pieces so your next move would capture the opponent's king, and your opponent cannot move, protect the king, or capture your piece. This is called checkmate.



Check

Check occurs when a player's piece directly threatens to capture the opponent's king, but the opponent can move the king, or another piece, to escape capture.

Capturing

To capture a piece, you move your piece into the square occupied by the piece you are capturing, except when capturing an opponent's pawn en passant (see "Capturing En Passant"). Remove the captured piece from the board.

Capturing En Passant

A pawn can capture an opponent's pawn that has just moved 2 squares from its original position.

Here's an example of an en passant capture.

1. The white pawn advances from E4 to E5. The black pawn is still in its original position (D7).
2. The black pawn advances from D7 to D5.
3. The white pawn advances to D6 (one square behind the black pawn's position). The black pawn is captured by the white pawn, even though the exact square it is on is not occupied by the white pawn.

Promoting a Pawn

When your pawn crosses the entire board, you can promote it to a queen or another piece, even if the queen or other piece is still on the board.

Castling

Castling protects the king from a potential check or checkmate situation by hiding it be-

hind a fortified position or moving it out of immediate danger of attack.

You can castle if all of the following conditions exist:

- The king has not moved from his original position.
- The rook that you want to move by castling has not moved from its original position.
- The king is not placed in check on its current square, the square to which it is going, or a square it passes over.
- The squares between the king and the rook are not occupied.

In castling, the king moves 2 squares in the direction of either rook. The rook that is closest to the king after the king has moved now moves to the square right next to and on the other side of the king. Castling counts as 1 move.

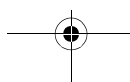
Notes:

- If a rook is on the same side of the board as the king's square, this is called a *king's side castle*. If the rook is on the same side of the board as the queen's square, this is called a *queen's side castle*.
- In castling, the king always moves first, then the rook.

ENTERING MOVES

Playing chess against the computer is like playing with a human opponent — you make your move, and the computer responds with its move. The only difference is that you must physically move both your pieces and the computer's.

Making a move involves a FROM square and a TO square. The FROM square is the current location of the piece you plan to move;



the TO square is where you are moving the piece.

Notes:

- On the display, □ indicates it is white's turn to move, while ■ indicates it is black's turn to move.
- If you press any key other than **go/stop** before you complete the computer's move by pressing the TO square, the computer sounds an error beep.

Follow these steps to enter moves.

1. When it is your turn to move, press down the piece you want to move on its FROM square. □, the corresponding piece symbol, and the square coordinates of the FROM square appear.

Note: If you press down a piece but do not move it within about 2 seconds, the game timer and the information described in Step 1 appear alternately.

2. Press the piece gently down on the TO square where you want to move the piece. ■ flashes to indicate it is your opponent's turn and the game timer counts up while the computer plans its move.
3. When the computer is ready to move, the piece symbol for the piece the computer wants to move and the FROM and TO squares appear.
4. Gently press the computer's piece down on the FROM square. Then move the piece and gently press it down on the TO square. □ appears to indicate it is your turn to move, and the game timer continues to count up.

Note: If the computer's move or your move captured any pieces, remove the captured pieces from the board.

Here's an example of how to move pieces and communicate with the computer. Try it now!

Hint: For each move, remember the three basic steps: press, move, and press again.

1. Press the white pawn down on square E2. □ ♖ E2 ➡ -- appears.
2. Move the white pawn to square E4 and press it on the square. ■ flashes and the game timer counts up while the computer plans its move.
3. For example, ♜ C7 ➡ C5 might appear next, indicating that the computer wants to move a pawn from square C7 (the FROM square) to square C5 (the TO square).
4. Press the black pawn down on its current location (C7). ■ ♜ C7 appears and ➡ C5 flashes.
5. Press the black pawn on the location where the computer wants you to move it (C5 in this case). The computer displays □ to indicate it is your turn to move, and the game timer continues to count up.

Correcting Accidental Wrong Moves

If you press a piece down on a FROM square, but you decide not to make that move, press the piece down on the FROM square again. The game timer continues to count up, and you can enter another move.

If you change your mind after completing a move (after you press the piece down on the TO square), you must wait for the computer to indicate its move, enter that move, then press **take back** to have the computer show you how to take back its last move, then your last move. See "Taking Back Moves" on Page 16.

Illegal Moves

The computer only allows moves that comply with the rules of chess. Illegal moves are not accepted. The computer beeps if it detects an illegal move or error (if the sound is on), and waits until you make a legal move.


The computer indicates an illegal move and the game timer continues to count up if you:

- press on a piece of the wrong color (for example, it is white's turn and you press on a black piece)
- press on an empty square without having first pressed down a piece that can move to that square
- move a piece that puts or leaves your own king in check or checkmate

FORCING THE COMPUTER'S MOVE

When it is the computer's turn and the game timer is counting up, you can press **play** to force the computer to make an immediate move. The computer stops searching for moves and makes the best play from the moves it found up to the point where you stopped it.

CHANGING SIDES WITH THE COMPUTER

To change sides with the computer, press **play** when it is your turn to move. The game timer counts up and  flashes while the computer takes over your pieces and makes a move. Then you can take over and enter moves for the computer's side and continue to play the same game.

To watch the computer play against itself, simply press **play** every time it is your turn to move.

GAME INDICATORS

Checkmate

Whenever a checkmate situation occurs on the board, the computer sounds a series of beeps. **End** and the color indicator of the winning side appear.

To start another game, hold down **new game** until you hear three tones and a series of beeps.

Check

Whenever a check situation occurs on the board, **CH EC** appears for a few seconds, then the game timer continues to count up, indicating that a king is in check.

MAKING SPECIAL MOVES

En Passant Capture

The computer recognizes when you capture a piece en passant, and it can decide to capture a piece en passant whenever it determines that such a move is desirable.

To perform an en passant capture, press the FROM square and the TO square. Then take away the captured pawn.

Note: For more information about capturing en passant, see "Capturing En Passant" on Page 10.

Pawn Promotion

When one of your pawns reaches the opposite side of the board, you can promote it to be a queen or other piece.

To promote the pawn to a queen piece, simply take away the pawn and replace it with a queen piece. To promote the pawn to a piece other than a queen, press the piece symbol button for the desired piece then press the piece on the TO square. The computer automatically recognizes the change.

If one of the computer's pawns reaches the opposite side of the board, the computer shows the piece symbol that the pawn is promoted to. Take away the pawn and replace it with the promoted piece.

Castling

The computer castles whenever it determines that such a move is desirable. Whether you are castling Kingside or Queenside, you must move the computer's king first, then its rook.

If you choose to castle, first move your king two squares. Once you have moved your king, the computer recognizes the move as the first part of castling. Then, the FROM and TO squares to use to move your rook appear. Move your rook to complete the move.

For example, follow these steps to perform a white queen's side castle.

1. Press the white king on square E1.
2. Move the white king to square C1 and press it on the square.
3. Press the white rook on square A1, then move it to square D1. ■ appears, indicating that it is black's turn to move. The game timer continues to count up.

If the computer castles during a game, you must move the pieces for the computer. Follow these steps to perform a black king's side castle from square E8 to square G8 for the computer.

1. Press the black king on square E8.
2. Move the black king to square G8 and press it on the square.
3. Press the black rook on square H8, then move it to square F8. □ appears, indicating that it is white's turn to move. The game timer continues to count up.

HAVING THE COMPUTER SUGGEST A MOVE

The computer can suggest moves for you during a game.

To view the move the computer suggests for you, hold down **hint** during your turn. The computer displays the FROM and TO squares for the suggested move. Release **hint** to continue the game.

Note: The game timer continues to count up while you hold down **hint**.

CHESS PLAY LEVELS

When you play against the computer, you can select a level that matches your skill level. There are 64 different levels (each described under "Choosing a Level" on Page 14).

Viewing the Current Level

To view the current level, press **level** at any time. The computer beeps and the display shows the current level. Press **play** to continue your game.

Note: If the computer has determined its move, make its move before pressing **level**.

Changing the Level

You can change the level at any time during a game. The computer is preset to A-4 (casual play level).

Note: You can only change the level when it is your turn to play.

To change the current level, press **level**, then press the square on the game board that corresponds to the level you want. When the computer displays the level you want, press **play**. The computer beeps.

CHOOSING A LEVEL

If you are a beginner, start out with the fun levels (E1 through F8) or beginner levels (G1 through H8). The computer purposely makes mistakes on the fun levels so you can beat the computer and learn while you play. The beginner levels restrict the computer's search depth, resulting in weaker play.

If you are an intermediate or advanced player, try the casual levels (A1 through B8), blitz levels (C1 through C8), or tournament levels (D1 through D8). These levels range from easy all the way up to difficult.

Note: When you set the level, keep in mind that the more time the computer has to think about its moves, the better it plays.

Fun Levels (E1–F8)

The sixteen fun levels let beginners and average players play (and win) more easily than in other levels. The computer makes common mistakes such as leaving pieces unprotected, failing to capture unprotected pieces, and capturing pieces while leaving the king unprotected.

Level E1 is the easiest. The computer's playing strength increases gradually up through F8.

Square	Display
E1	L:E1/Fu 1
E2	L:E2/Fu 2
E3	L:E3/Fu 3
E4	L:E4/Fu 4
E5	L:E5/Fu 5
E6	L:E6/Fu 6
E7	L:E7/Fu 7
E8	L:E8/Fu 8
F1	L:F1/Fu 9
F2	L:F2/Fu 10

Square	Display
F3	L:F3/Fu 11
F4	L:F4/Fu 12
F5	L:F5/Fu 13
F6	L:F6/Fu 14
F7	L:F7/Fu 15
F8	L:F8/Fu 16

Beginner Levels (G1–H8)

The 16 beginner levels are designed especially for beginning players. The computer weakens its play by intentionally disregarding material. You can see the computer leave pieces unguarded and force the loss of material by throwing away pieces.

Level G1 is the easiest, and the computer's playing strength increases gradually up through level H8.

Square	Display
G1	L:G1/BE 1
G2	L:G2/BE 2
G3	L:G3/BE 3
G4	L:G4/BE 4
G5	L:G5/BE 5
G6	L:G6/BE 6
G7	L:G7/BE 7
G8	L:G8/BE 8
H1	L:H1/BE 9
H2	L:H2/BE 10
H3	L:H3/BE 11
H4	L:H4/BE 12
H5	L:H5/BE 13
H6	L:H6/BE 14
H7	L:H7/BE 15
H8	L:H8/BE 16

Casual Levels (A1–B8)

The 16 casual play levels let you control the computer's strength by limiting the time it has to think for each move. As the levels go up, the computer becomes stronger — the more time you give the computer to think, the better it plays.

Note: The time-per-move figure is the average time the computer takes to make each move. During the opening moves of a game, the computer might move more quickly.

Square	Time Per Move	Display
A1	1 Second	L:A1/00:01
A2	2 Seconds	L:A2/00:02
A3	3 Seconds	L:A3/00:03
A4	5 Seconds	L:A4/00:05
A5	10 Seconds	L:A5/00:10
A6	15 Seconds	L:A6/00:15
A7	20 Seconds	L:A7/00:20
A8	30 Seconds	L:A8/00:30
B1	45 Seconds	L:b1/00:45
B2	1 minute	L:b2/01:00
B3	2 minutes	L:b3/02:00
B4	3 minutes	L:b4/03:00
B5	4 minutes	L:b5/04:00
B6	5 minutes	L:b6/05:00
B7	10 minutes	L:b7/10:00
B8	15 minutes	L:b8/15:00

Blitz Levels (C1–C8)

The eight blitz levels let you set a different total time for the whole game. Try some fast 5-minute games on Level C1, or choose higher levels that allow you more time for your game. When you start playing a blitz level game, the game timer starts to count down.

When time runs out, the computer sounds three beeps and the display flashes.

Square	Time Per Game	Display
C1	5 minutes	L:c1/05:00
C2	10 minutes	L:c2/10:00
C3	15 minutes	L:c3/15:00
C4	25 minutes	L:c4/25:00
C5	30 minutes	L:c5/30:00
C6	45 minutes	L:c6/45:00
C7	60 minutes	L:c7/ 1:00
C8	90 minutes	L:c8/ 1:30

Tournament Levels (D1–D8)

At these levels, you must make a specified number of moves within a given amount of time. For example, on level D3, you must make 40 moves within 2 hours (called the *primary time limit*). If you cannot finish the game within 2 hours, the computer automatically sets another timer, requiring that you make at least 20 more moves in under 1 hour (called the *secondary time limit*). After this period, if you still cannot finish the game, the computer continues to time the game until it ends (except on Levels D2 and D4, where the rest of the moves must be made within 1 hour).

Just like a real chess tournament, any time remaining after you complete the moves under the primary time limit is added to the secondary time limit.



Square	Moves/ Time Primary	Moves/ Time Secondary	Display
D1	30/30 min	30/30 min	L:d1/ 30/ 30:00
D2	30/1 hr 30 min	Rest/1 hr.	L:d2/ 30/ 1:30
D3	40/2 hr	20/1 hr	L:d3/ 40/ 2:00

Square	Moves/ Time Primary	Moves/ Time Secondary	Display
D4	40/2 hr	Rest/1 hr	L:d4/ 40/ 2:00
D5	40/2 hr 30 min	16/1 hr	L:d5/ 40/ 2:30
D6	45/1 hr 30 min	15/30 min	L:d6/ 45/ 1:30
D7	50/2 hr 30 min	20/1 hr	L:d7/ 50/ 2:30
D8	60/1 hr	30/30 min	L:d8/ 60/ 1:00

ADVANCED CHESS FUNCTIONS

Verifying Piece Positions

If you want to verify the location of any piece on the chess board, you can use the piece symbol keys to find the position of all pieces. Each time you press a piece symbol key, the computer displays the piece's color and location.

For example, if the white queen is on square D1 and you want to verify its location, repeatedly press the queen piece symbol key until  D1 appears. Or, if the black queen is on square F6 and you want to verify its location, repeatedly press the queen piece symbol key until  F6 appears.

To locate all pieces of the same type, repeatedly press the piece symbol key for that type. If there is more than one of the same color piece of that type on the board, the display shows the location of each like piece each time you press the piece symbol key. If you continue to press the piece symbol key, the location of each of the other color's pieces of the same type appears.

To return to normal play, simply wait about 2 seconds. The computer beeps then returns to normal play.

Taking Back Moves

This function lets you take back any move made by you or the computer after the move has been completed. The computer even reminds you to return a previously captured piece to the board or a castled rook to its original square.

Notes:

- If you are not sure about the position of a previously captured piece or castled rook, see "Verifying Piece Positions."
- If you change your mind about a move before pressing a piece down on its TO square, follow the steps listed in "Correcting Accidental Wrong Moves" on Page 11.
- To take back your own move, you must first let the computer make a counter-move, then take back the computer's counter-move first.

Follow these steps to take back a move.

1. Press **take back**. The FROM square and the TO square coordinates of the computer's last move appear.
2. Press the piece on the indicated TO square.
3. Move the piece to the indicated FROM square and press it on the square.
4. Repeat Steps 1–3 to take back your previous move.

Playing Against Another Person

You can use the computer as a referee when you play against another person.

1. Set up all of the pieces on the board.
2. Hold down **new game** until you hear three tones and a series of beeps.

3. Press **non auto**. The computer beeps.

To return to the automatic mode, press **non auto** again.






Teaching Modes







Your chess computer has 11 built-in teaching modes that you can use to help you learn the basic moves, tactics, strengths, and weaknesses of selected pieces in a game setting.

In the teaching mode, the computer sets up the display to simulate a real game where both the black and white kings and all pawns are in their starting positions. Then, when you select a piece, the computer adds the piece you selected to the setup. This lets you play a game using only the pieces you set up, making it easy to see only the strengths and weaknesses of the piece you selected without being distracted by other pieces.

Follow these steps to use a teaching mode.

1. Hold down **new game** until you hear three tones and a series of beeps.
2. Press **teach modes**. **tE AC** appears.
3. Press the following piece symbol keys to select the pieces you want to add to the board. The piece symbols you select appear.

Press:	To Select:
	Kings, pawns
	Kings, pawns, rooks
	Kings, pawns, knight
	Kings, pawns, bishops
	Kings, pawns, queens

Press:	To Select:
	Kings, pawns, knights, bishops
	Kings, pawns, knights, rooks
	Kings, pawns, knights, queens
	Kings, pawns, rooks, bishops
	Kings, pawns, queens, bishops
	Kings, pawns, rooks, queens

4. Place the black and white kings, pawns, and other selected pieces onto the board.
5. Press **play**. **00 : 00** appears.

□ *Playing Checkers*

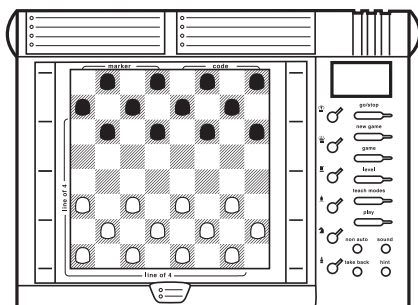
Checkers is a game for two players (or one player against the computer). Each player gets 12 checker pieces on a side. The aim of the game is to leave your opponent with no legal move — either by taking all of their checkers or by blocking them from moving.

Each player takes turns to move from one black square onto the next free black square. A piece (called a *checker*) is captured by jumping over your opponent's checker to an empty square on the other side of the jumped checker. The captured checker is then removed from the board. When a checker reaches a square on the opposite last row, it is promoted to a king. A kinged checker can move and jump backward as well as forward. Each player can have more than one king. A piece can never jump over its own pieces.

Note: Your computer also comes with four pieces (about twice the size of a checker) for each color, called *kinged* checkers. You can substitute a kinged piece for a checker when the checker is promoted to a king (See "King Promotion" on Page 20)

SETTING UP

Set the board in front of you so the display and buttons are to the right. Then, place white and black checkers on the squares as shown here.



STARTING A NEW GAME

1. Hold down **new game** until you hear three tones and a series of beeps.
2. Repeatedly press **game** until **CH EC** appears.
3. Press **play**. □ _ _ : _ _ appears.

Notes:

- On the display, □ indicates it is white's turn to move, while ■ indicates it is black's turn to move.
- If you press any key other than **go/stop** before you complete the computer's move by pressing the TO square, the computer sounds an error beep.

The computer always starts a new game with you playing the white pieces and your opponent playing the black pieces.

ENTERING MOVES

Playing checkers against the computer is like playing chess — you make your move, and the computer responds with its move.

Making a move involves a FROM square and a TO square. The FROM square is the current location of the piece you plan to move; the TO square is where you are moving the piece.

Follow these steps to enter moves.

1. When it is your turn to move, press down the piece you want to move on its FROM square. □, the corresponding piece symbol, and the square coordinates of the FROM square appear.
2. Press the piece gently down on the TO square where you want to move the

piece. ■ appears to indicate it is your opponent's turn.

3. When the computer is ready to move, the FROM and TO squares the computer wants to use appear.
4. Gently press the computer's piece down on the FROM square. Then move the piece and gently press it down on the TO square. □ appears to indicate it is your turn to move.

If the computer's move or your move capture any pieces, remove the captured pieces from the board.

When one side cannot make a move or has no pieces at all, the game is over. **End** appears and the color indicator of the winner flashes.

Note: The computer recognizes draws by immediate repetition (when the same position occurs by immediately moving the same pieces back and forth), and draws by the 50-move rule (when no pieces are moved or captures made within the last 50 moves, excluding king moves). After a draw occurs, **End** and both color indicators flash, along with the FROM and TO squares of the move that caused the draw. You can continue the game if you wish.

Correcting Accidental Wrong Moves

If you press a piece down on a FROM square, but you decide not to make that move, press the piece down on the FROM square again. □ appears, the game timer continues to count up, and you can enter another move.

If you change your mind after completing a move (after you press the piece down on the TO square), you must wait for the computer to indicate its move, enter that move, then press **take back** to have the computer show

you how to take back its last move, then your last move.

Illegal Moves

At all levels, the computer only allows moves that comply with the rules of checkers. Illegal moves are not accepted. The computer beeps if it detects an illegal move or error (if the sound is on), and waits until you make a legal move.

MAKING A CAPTURING MOVE

Capturing the Computer's Piece

To capture a piece, press the piece you want to move on its FROM square. □ and the square number of the current square appears. Then move and press your piece on the TO square that you want to move to. ■ appears to indicate it is your opponent's turn. Remove the captured piece from the board.

Note: The computer automatically recognizes if you can make a move that results in the capture of one or more of your opponent's pieces. The computer sounds a beep if you do not take the move.

Capturing Your Piece

When the computer decides to make a capture jump, the FROM and TO square numbers appear as normal. Press the piece on the FROM square and the TO square to make the move. After you complete its move, □ appears, indicating that it is your turn. Remove the captured piece from the board.

Making a Multiple Capture

If you see a move that will result in multiple captures of your opponent's checkers, press the piece on the FROM square. Move and press the TO square after the first jump, then remove the first captured piece. Then move

and press the piece on each square where it could land. Remove all captured pieces from the board.

If the computer makes a multiple capture, the display shows the FROM square number and the TO square number. Press the piece on the FROM square then TO square. Remove all captured pieces from the board.

KING PROMOTION


When a piece reaches the last row on the opposite side of the board, the computer promotes it to a king. A king can move both backwards and forwards on the board.

To crown the piece and make it a king, press the FROM square and the TO square as normal. The king symbol icon appears and the computer beeps. Replace the checker with a kinged checker.

FORCING THE COMPUTER'S MOVE

When it is the computer's turn and the game timer is counting up, you can press **play** to force the computer to make an immediate move (see "Forcing the Computer's Move" on Page 12 for more information).

CHANGING SIDES WITH THE COMPUTER

To change sides with the computer, press **play** when it is your turn to move.  flashes while the computer takes over your pieces and makes a move. Then you can take over, and enter moves for the computer's side and continue to play the same game.

To watch the computer play against itself, simply press **play** every time it is your turn to move.

HAVING THE COMPUTER SUGGEST A MOVE

The computer can suggest moves for you during a game.

To view the move the computer suggests for you, hold down **hint** during your turn. The computer displays the FROM and TO squares for the suggested move. Release **hint** to continue the game.

CHECKERS PLAY LEVELS

When you play against the computer, you can select a play level that matches your skill level. There are 32 different levels. If you are a beginner, start out with fun levels (D1 through D8). The computer purposely makes mistakes on the fun levels so you can beat the computer and learn while you play. If you are an intermediate or advanced player, try the blitz levels (C1 through C8) or casual levels (A1 through B8). These range from easy all the way up to difficult. The computer is preset to level A4.

Note: When you set the level, keep in mind that the more time the computer has to think about its move, the better it plays.

Fun Levels (D1–D8)

The eight fun levels let beginners and average players play (and win) more easily than in other levels. The computer makes common mistakes such as leaving pieces unprotected, failing to capture unprotected pieces, and capturing pieces while leaving the king unprotected.

Level D1 is the easiest, and the computer's playing strength increases gradually up through D8.

Square	Display
D1	L:d1/Fu 1
D2	L:d2/Fu 2

Square	Display
D3	L:d3/Fu 3
D4	L:d4/Fu 4
D5	L:d5/Fu 5
D6	L:d6/Fu 6
D7	L:d7/Fu 7
D8	L:d8/Fu 8

Blitz Levels (C1–C8)

The eight blitz levels let you set a different total time for the whole game. Try some fast 5-minute games on Level C1, or choose higher levels that allow you more time for your game. When you start playing a blitz level game, the game timer starts to count down. If the elapsed time is over, the computer sounds three beeps and the display flashes. Then the computer counts up.

Square	Time Per Game	Display
C1	5 minutes	L:c1/05:00
C2	10 minutes	L:c2/10:00
C3	15 minutes	L:c3/15:00
C4	25 minutes	L:c4/25:00
C5	30 minutes	L:c5/30:00
C6	45 minutes	L:c6/45:00
C7	60 minutes	L:c7/ 1:00
C8	90 minutes	L:c8/ 1:30

Casual Levels (A1–B8)

The 16 casual play levels let you control the computer's strength by limiting the time it has to think for each move. As the levels go up, the computer becomes stronger — the more time you give the computer for thinking, the better it plays.

Note: The time-per-move figure is the average time the computer takes to make each move. During the opening moves of a game, the computer might move more quickly.

Square	Time Per Move	Display
A1	1 Second	L:A1/00:01
A2	2 Seconds	L:A2/00:02
A3	3 Seconds	L:A3/00:03
A4	5 Seconds	L:A4/00:05
A5	10 Seconds	L:A5/00:10
A6	15 Seconds	L:A6/00:15
A7	20 Seconds	L:A7/00:20
A8	30 Seconds	L:A8/00:30
B1	45 Seconds	L:b1/00:45
B2	1 minute	L:b2/01:00
B3	2 minutes	L:b3/02:00
B4	3 minutes	L:b4/03:00
B5	4 minutes	L:b5/04:00
B6	5 minutes	L:b6/05:00
B7	10 minutes	L:b7/10:00
B8	15 minutes	L:b8/15:00

VIEWING/CHANGING THE CURRENT LEVEL

To view your current level, simply press **level** when it is your turn. Press **play** to resume the game.

To change the level, press **level** when it is your turn then press the corresponding square. Press **play** to resume the game.

SPECIAL CHECKERS FUNCTIONS

Verifying Piece Positions

If you want to verify the location of any checker on the board, you can use the piece symbol keys to find the position and status (king or non-king) of all checkers. Each time you press a piece symbol key, the computer displays the piece's color and its piece symbol.

To verify the location of the checkers that are not kings, repeatedly press the pawn piece symbol key while it is your turn. The computer displays the piece's color, pawn icon, and location. To verify the location of the kinged checkers, repeatedly press the king piece symbol key while it is your turn. The computer displays the piece's color, location, and a king icon.

Note: If no piece is promoted to king, -- appears if you press the king piece symbol key.

To return to normal play, simply wait about 5 seconds. The computer beeps then returns to normal play.

TAKING BACK MOVES

The take back function lets you take back any move made by you or the computer after the move has been completed. The computer even reminds you to return a previously captured piece to the board.

Notes:

- If you are not sure about the position of a previously captured piece, see "Verifying Piece Positions" on Page 21.
- If you change your mind about a move before pressing a piece down on its TO square, follow the steps listed in "Correcting Accidental Wrong Moves" on Page 19.
- To take back your own move, you must first let the computer make a counter-move, then take back the computer's counter-move first.

Follow these steps to take back a move.

1. Press **take back**. The display shows the FROM and TO squares of the computer's last move.

2. Press the piece on the indicated TO square.
3. Move the piece to the indicated FROM square and press it on the square.
4. Repeat Steps 1–3 to take back your previous move.

Notes:

- If you take back any capturing move, the display also shows the square number and the status of the captured piece. Be sure to place back the captured pieces on the board.
- If you take back any crowning move, the display also shows the ordinary status of the piece that is crowned before taking back.

PLAYING AGAINST ANOTHER PERSON

Press **non auto** to have the computer act as a referee when you play against another person.

1. Set up all of the pieces on the board.
2. Hold down **new game** until you hear three tones and a series of beeps.
3. Press **non-auto**. __ : __ appears.

To return to the automatic mode, press **non-auto** again.

Note: You can set the non-auto move again during the game.

□ **Playing Top Mind**

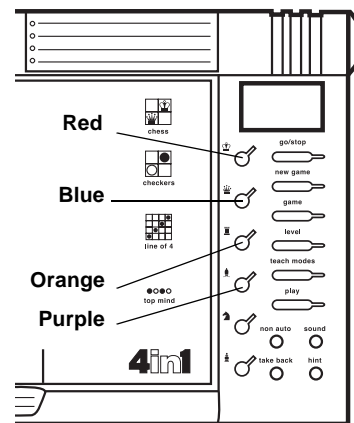
Top Mind is a game for one player against the computer. The object of the game is to correctly guess the color and position sequence of a row of four markers within a time limit, using up to eight guesses.

In Top Mind, the board is divided into two sections; the *code* section (squares E1 through H8) and the *marker* section (squares A1 through D8). You place red, blue, orange, and purple markers you think match the color sequence the computer used in the code section (starting at the bottom row and working up), and place black and white markers to help you keep track of the clues displayed by the computer in the marker section (starting at the bottom row and working up).

To start the game, fill the bottom row of the code section (squares E1, F1, G1, and H1) with four colored markers in the color sequence and order you think the computer used. The computer compares your guess to the sequence it used then displays clues to help you guess the correct sequence.

STARTING A NEW GAME

1. Hold down **new game** until you hear three tones then a series of beeps.
2. Repeatedly press **game** until **to P** appears.
3. Press **play** to start a game. Two beeps sound. The amount of time you are allowed to make each guess appears.
4. Press **level** to select the desired play level. For more information, refer to "Choosing a Level" on Page 25.
5. Choose the first color you guess the computer will select, press the key that matches that color, press a marker of that color into square E1.
6. Repeat Step 5 three more times for each subsequent color you guessed, choosing the next color you guess the computer will select, pressing that color's key, then pressing a marker of that color into squares F1, G1, and H1 respectively, then press **play**.






The color (**r** for red, **b** for blue, **o** for orange, **p** for purple) and the position of your guess (**r - - -** in this case) and the countdown clock display alternately appear.

For example, if you guessed that the computer selected red, orange, blue, and blue (from left to right), press the red color key then press a red marker into square E1.




For example, if you guessed that the next color the computer selected was orange, press the orange color key then press an orange marker into square F1.

The computer displays marker information for about 15 seconds then the game timer continues to count down.

As you play the game, the computer displays the following clues as you press **play**:

-  — the colored piece you placed is the correct color and is in the correct position. Place a black piece on the square.
 -  — the colored piece you placed is the correct color but is not in the correct position. Place a white piece on the square.
 -  — the colored piece you placed is the wrong color and is in the wrong position. Do not place any piece on the square.
7. Place a white or black piece or no piece at all on A1, B1, C1, and D1 to record if your guess for each piece was correct or incorrect. DO NOT press the piece into the square.

Notes:

- The marker's placements do not always correspond to your entered piece position. You must guess which colored piece is placed in the correct position and which is not.
 - If you cannot complete your guess before time expires, the computer beeps three times and the game timer starts to count up.
8. Repeat Steps 5–7, placing pieces on the row of squares above the ones you previously used, then press **play**. If you guess all pieces in the correct color and position sequence,   and  alternate.

You can make up to eight guesses. If you do not make a correct guess after eight tries, the correct sequence flashes on the display.

Correcting Your Guess

You can correct your guess any time before pressing **play**. To correct your input, repeat Step 5 in “Starting a New Game” on Page 23. The computer automatically stores your new input.

Note: In some play levels, you can leave a square blank. To remove a piece in those play levels, repeatedly press the piece on the square until a dash appears in that piece's position.

HAVING THE COMPUTER SUGGEST A HINT

The computer can suggest hints for you during a game. To view the hint the computer suggests for you, repeatedly hold down **hint** during your turn. The computer displays the correct color for each of the piece positions on the row. Release **hint** to continue the game.

VIEWING THE LAST MARKER

The computer can display the place where the last marker was placed during a game. To view the location where the last marker was placed, hold down **take back**. Release **take back** to resume the game.

Note: When you press **take back**, the game timer stops counting.

TOP MIND PLAY LEVELS

There are 64 different Top Mind levels you can select (each described under “Choosing a Level” on Page 25).

Viewing the Current Level

To view the current level, press **level** at any time. The computer beeps and the display shows the current level. Press **play** to continue your game.

Changing the Level

You can change the level at any time during a game. The computer is preset to level L:A4.

Note: You can only change the level when it is your turn to play.

To change the current level, press **level**, then press the square on the game board that corresponds to the level you want. When the computer displays the level you want, press **play**. The computer beeps.

CHOOSING A LEVEL

Top Mind offers 64 different levels, with each level corresponding to one of the board squares. Each level has its own game rules which restrict the number of colors you can choose, the use of certain extended rules, and the amount of time you have to solve the hidden code.

The following tables show:

- the square you press to select the level (after you press **level**)
- the extended rule used in the level
- the amount of time you need for each guess.
- what appears when you select the level.

Level A1–A8

In levels A1-A8, the computer can select only red and blue in any combination. You can select how much time you need for each guess.

Square	Time Per Guess	Display
A1	30 Seconds	L:A1/r b - -/ 00:30
A2	60 Seconds	L:A2/r b - -/ 01:00

Square	Time Per Guess	Display
A3	90 Seconds	L:A3/r b - -/ 01:30
A4	120 Seconds	L:A4/r b - -/ 02:00
A5	180 Seconds	L:A5/r b - -/ 03:00
A6	240 Seconds	L:A6/r b - -/ 04:00
A7	300 Seconds	L:A7/r b - -/ 05:00
A8	360 Seconds	L:A8/r b - -/ 06:00

Level B1–B8

In levels B1-B8, the computer can select only red, blue, and orange in any combination. You can select how much time you need for each guess.

Square	Time Per Guess	Display
B1	30 Seconds	L:b1/r b o -/00:30
B2	60 Seconds	L:b2/r b o -/01:00
B3	90 Seconds	L:b3/r b o -/01:30
B4	120 Seconds	L:b4/r b o -/02:00
B5	180 Seconds	L:b5/r b o -/03:00
B6	240 Seconds	L:b6/r b o -/04:00
B7	300 Seconds	L:b7/r b o -/05:00
B8	360 Seconds	L:b8/r b o -/06:00

Level C1–C8

In levels C1–C8, the computer can select any color in any combination. You can select how much time you need for each guess.

Square	Time Per Guess	Display
C1	30 Seconds	L:c1/4C r0/ 00:30
C2	60 Seconds	L:c2/4C r0/ 01:00
C3	90 Seconds	L:c3/4C r0/ 01:30
C4	120 Seconds	L:c4/4C r0/ 02:00
C5	180 Seconds	L:c5/4C r0/ 03:00
C6	240 Seconds	L:c6/4C r0/ 04:00
C7	300 Seconds	L:c7/4C r0/ 05:00
C8	360 Seconds	L:c8/4C r0/ 06:00

Level D1–D8

In levels D1–D8, the computer can select any color and can specify that as many as two pieces are the same color. You can select how much time you need for each guess.

Square	Rules	Time Per Guess	Display
D1	Up to 2 of 1 color	30 Seconds	L:d1/4C r1/00:30
D2	Up to 2 of 1 color	60 Seconds	L:d2/4C r1/01:00
D3	Up to 2 of 1 color	90 Seconds	L:d3/4C r1/01:30
D4	Up to 2 of 1 color	120 Seconds	L:d4/4C r1/02:00

Square	Rules	Time Per Guess	Display
D5	Up to 2 of 1 color	180 Seconds	L:d5/4C r1/03:00
D6	Up to 2 of 1 color	240 Seconds	L:d6/4C r1/04:00
D7	Up to 2 of 1 color	300 Seconds	L:d7/4C r1/05:00
D8	Up to 2 of 1 color	360 Seconds	L:d8/4C r1/06:00

Level E1–E8

In levels E1–E8, the computer can select any color and can specify that as many as three pieces are the same color. You can select how much time you need for each guess.

Square	Rules	Time Per Guess	Display
E1	Up to 3 of 1 color	30 Seconds	L:E1/4C r2/ 00:30
E2	Up to 3 of 1 color	60 Seconds	L:E2/4C r2/ 01:00
E3	Up to 3 of 1 color	90 Seconds	L:E3/4C r2/ 01:30
E4	Up to 3 of 1 color	120 Seconds	L:E4/4C r2/ 02:00
E5	Up to 3 of 1 color	180 Seconds	L:E5/4C r2/ 03:00
E6	Up to 3 of 1 color	240 Seconds	L:E6/4C r2/ 04:00
E7	Up to 3 of 1 color	300 Seconds	L:E7/4C r2/ 05:00
E8	Up to 3 of 1 color	360 Seconds	L:E8/4C r2/ 06:00

Level F1–F8

In levels F1-F8, the computer can select any color as well as leaving the square blank, and cannot repeat colors. You can select how much time you need for each guess.

Square	Rules	Time Per Guess	Display
F1	Non-repeating	30 Seconds	L:F1/5C r0/ 00:30
F2	Non-repeating	60 Seconds	L:F2/5C r0/ 01:00
F3	Non-repeating	90 Seconds	L:F3/5C r0/ 01:30
F4	Non-repeating	120 Seconds	L:F4/5C r0/ 02:00
F5	Non-repeating	180 Seconds	L:F5/5C r0/ 03:00
F6	Non-repeating	240 Seconds	L:F6/5C r0/ 04:00
F7	Non-repeating	300 Seconds	L:F7/5C r0/ 05:00
F8	Non-repeating	360 Seconds	L:F8/5C r0/ 06:00

Level G1–G8

In levels G1-G8, the computer can select any color as well as leaving the square blank, and can either specify that as many as two pieces are the same color or that two squares are blank. You can select how much time you need for each guess.

Square	Rules	Time Per Guess	Display
G1	Up to 2 of 1 color	30 Seconds	L:G1/ 5C r1/ 00:30

Square	Rules	Time Per Guess	Display
G2	Up to 2 of 1 color	60 Seconds	L:G2/ 5C r1/ 01:00
G3	Up to 2 of 1 color	90 Seconds	L:G3/ 5C r1/ 01:30
G4	Up to 2 of 1 color	120 Seconds	L:G4/ 5C r1/ 02:00
G5	Up to 2 of 1 color	180 Seconds	L:G5/ 5C r1/ 03:00
G6	Up to 2 of 1 color	240 Seconds	L:G6/ 5C r1/ 04:00
G7	Up to 2 of 1 color	300 Seconds	L:G7/ 5C r1/ 05:00
G8	Up to 2 of 1 color	360 Seconds	L:G8/ 5C r1/ 06:00

Level H1–H8

In levels H1-H8, the computer can select any color as well as leaving the square blank, and can either specify that as many as three pieces are the same color or three squares are blank. You can select how much time you need for each guess.

Square	Rules	Time Per Guess	Display
H1	Up to 3 of 1 color	30 Seconds	L:H1/5C r2/00:30
H2	Up to 3 of 1 color	60 Seconds	L:H2/5C r2/01:00
H3	Up to 3 of 1 color	90 Seconds	L:H3/5C r2/01:30
H4	Up to 3 of 1 color	120 Seconds	L:H4/5C r2/02:00

H5	Up to 3 of 1 color	180 Seconds	L:H5/5C r2/03:00
H6	Up to 3 of 1 color	240 Seconds	L:H6/5C r2/04:00
H7	Up to 3 of 1 color	300 Seconds	L:H7/5C r2/05:00
H8	Up to 3 of 1 color	360 Seconds	L:H8/5C r2/06:00

□ *Playing Line of 4*

Line of 4 is a game for two players (or one player against the computer). Each player gets 21 pieces, with one side playing red and the other blue. The board consists of 42 squares (squares A1–A6, B1–B6, C1–C6, D1–D6, E1–E6, F1–F6, and G1–G6). The object of the game is to connect four of one's own pieces horizontally, vertically, or diagonally. The player places one piece each turn at the lowest unoccupied square of either column (column A through G). The first player to line up four of their own pieces wins!

- If you make an illegal move, the computer sounds an error beep.
5. After the computer determines its move, the square coordinate appears. Press a blue piece on the corresponding square.
 6. Repeat Steps 4–5 to enter yours and the computer's move until one of the colors lines up horizontally, vertically, or diagonally. The square coordinates of the winning line alternate.

STARTING A NEW GAME

1. Hold down **new game** until you hear three tones and a series of beeps.
2. Repeatedly press **game** until **Lin4** appears.
3. Press **play** to start the game.
4. Press a red piece on the desired square (on the lowest unoccupied square of column A through G). ■ appears to indicate it is the computer's turn.

Notes:

- The computer always starts a new game with you playing the red pieces and your opponent playing the blue pieces.

Note: If all squares in the playing field are filled with pieces and neither player can win the game, the game ends in a draw. □, ■, and **End** flash.


Correcting Accidental Wrong Moves

If you press a piece down on a square, but you decide not to make that move, press **take back** while it is your turn. The computer's last move flashes. Press the piece on the corresponding square and remove it. The game timer appears. Press **take back** again. The square coordinate of your last choice flashes. Press the piece on the corresponding square, then make another choice.

FORCING THE COMPUTER'S MOVE

When it is the computer's turn, you can press **play** to force the computer to immediately make a move. The computer stops searching for moves and makes the best play from the moves it found up to the point where you stopped it.

CHANGING SIDES WITH THE COMPUTER

To change sides with the computer, press **play** while it is your turn.  flashes while the computer takes over your pieces and makes a move. Then you can take over, and enter moves for the computer's side and continue to play the same game.

To watch the computer play against itself, simply press **play** every time it is your turn to move.


HAVING THE COMPUTER SUGGEST A MOVE

The computer can suggest moves for you during a game.

To view the move the computer suggests for you, hold down **hint** during your turn. The computer displays the square coordinate for the suggested move. Release **hint** to resume the game.

PLAYING AGAINST ANOTHER PERSON

The computer has a non-auto feature that lets you use it as a referee when you play against another person.

1. Hold down **new game** until you hear three tones and a series of beeps.  00 appears.
2. Press **non auto**.

3. Make your move then let your opponent make a move.

To return to the automatic mode, press **non auto** again. Two beeps sound.

LINE OF 4 PLAY LEVELS

When you play against the computer, you can select a play level that matches your interest. There are total 24 different levels in three types of levels — casual levels, fixed depth levels, and blitz levels. Each type of level offers different playing rules such as limiting the amount of time per move and per game. The computer is preset to level A4.

Casual Levels (Square A1–A8)

The eight casual levels let you control the computer's playing strength by choosing its average response time for each time. Level A1 is the easiest, and the computer's playing strength increases gradually up through level A8.

Square	Time Per Move	Display
A1	1 second	L:A1/00:01
A2	2 seconds	L:A2/00:02
A3	3 seconds	L:A3/00:03
A4	5 seconds	L:A4/00:05
A5	10 seconds	L:A5/00:10
A6	15 seconds	L:A6/00:15
A7	20 seconds	L:A7/00:20
A8	30 seconds	L:A8/00:30

Note: The time per move figure is the average time the computer takes to make a move. During the opening moves of a game, the computer might move more quickly.

Fixed Depth Levels (Square B1–B8)

In the eight fixed depth levels, the computer's search depth is limited to certain number of ply. A ply is a half-move, or a move for either side. For example: On level B1, the computer only searches to a depth of one ply, and thus only looks ahead one move. This results in weaker play, giving beginning and average players a better chance of beating the computer. These levels start out easy and get progressively more difficult as you go.

Square	Search Depth	Display
B1	1 half-move	L:b1/1PLy
B2	2 half-moves	L:b2/2PLy
B3	3 half-moves	L:b3/3PLy
B4	4 half-moves	L:b4/4PLy
B5	5 half-moves	L:b5/5PLy
B6	6 half-moves	L:b6/6PLy
B7	7 half-moves	L:b7/7PLy
B8	8 half-moves	L:b8/8PLy

Blitz Levels (Squares C1–C8)

At these levels, you must finish the game within a given amount of time. If you exceed the allotted time, three beeps sound and the elapsing time flashes.

Square	Time Per Game	Display
C1	5 minutes	L:c1/05:00
C2	10 minutes	L:c2/10:00
C3	15 minutes	L:c3/15:00
C4	25 minutes	L:c4/25:00
C5	30 minutes	L:c5/30:00
C6	45 minutes	L:c6/45:00
C7	60 minutes	L:c7/ 1:00
C8	90 minutes	L:c8/ 1:30

VIEWING/CHANGING THE PLAY LEVEL

To view your current level, simply press **level** when it is your turn. Press **play** to resume the game.

To change the level, press **level** when it is your turn, then press on the corresponding square. Press **play** to resume the game.

Troubleshooting

If your computer is not working as it should, follow the suggestions below to see if you can eliminate the problem. If you cannot, take the computer to your local RadioShack store for assistance.

Problem	Suggestion
The display is dim or blank, or the computer does not work.	Check the batteries.
	Press ACL to clear the display.
The computer does not make a move.	Press non auto to see if the non auto feature is on.
	Press play to interrupt the computer.
	Verify that a move you made was a legal move.

Problem	Suggestion
The computer does not accept a legal move.	Verify your position to make sure it is correct.
	Press play to interrupt the computer.
	Check the level and fill the blank with the allowable color code.
The non auto feature is on, but the computer makes a countermove after you play a different game (other than Top Mind).	Press non auto to turn on the non auto feature.
A low error beep sounds when a square is pressed.	Verify the position of all pieces (black and white) as shown on the computer.
	Check the display, and press the correct square to complete the computer's move.
	Check the game rules of the current game.
The computer makes instant or irrational moves.	Press level to see which level is selected.
	Replace the batteries.
You cannot resume the current game.	Hold down new game to start a new game.
During a game, the computer will not beep when a key or square is pressed, or will not beep at all.	The computer's sound is off. Press sound .
You cannot switch to another game.	Wait until it is your turn to move. Then press game .
	Press play while the display shows the selected game mode.

Care

Keep the computer dry; if it gets wet, wipe it dry immediately. Use and store the computer only in normal temperature environments. Handle the computer carefully; do not drop it. Keep the computer away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the computer's internal components can cause a malfunction and invalidate its warranty. If your computer is not performing as it should, take it to your local RadioShack store for assistance.

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

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